

Δ6 System (*in a business card*)

To start: Write a name and an archetype for your character on the back of this card. Add 3 activities that your character does very well.

When you are about to do something dangerous: declare what is your goal, negotiate with the Master what is being risked and roll:

1d6 Just for trying.

+1d6 If you have enough experience doing it.

+1d6 If the circumstances are propitious.

Keep the highest



6

The goal is achieved and the danger does not come true.

4,5

The goal is achieved but the danger remains / increases.

1,2,3

The goal is not achieved and the danger comes true.